ATTACHMENT C

Clean Replacement/New Claims (entire set of pending claims)

Following herewith is a clean copy of the entire set of pending claims.

1. (amended) A method of life like computer gaming or simulation comprising the steps of:

providing a computer controlled display screen having an extensive surface;

optically determining position of one or more points on a user or an object;

providing data input relative to the determined position to said computer; and

controlling a displayed image provided on said screen with said computer in response to said determined position of said user or object.

2. A method according to claim 1, wherein said determining step is accomplished with one or more TV cameras.

3. A method according to claim 2, wherein said cameras are located proximate said display screen.

4. A method according to claim 1, wherein said displayed image is substantially lifesize.

5. A method of gaming or simulation comprising the steps of:

providing a screen or other surface on which video images are displayed;

obtaining one or more optical images containing data concerning (a) one or more persons playing the game or simulation, or (b) objects used in said game or simulation;

from said image data, determining the location of one or more points on said persons or objects;

from said determined locations, determining at least one game parameter; and

using said game parameter, changing an audio or video display characteristic of the game or simulation.

6. A method according to claim 5, wherein said data is an x and y location of a projectile object hit on said screen.

7. A method according to claim 5, wherein location of a point on an article of clothing worn by a person is determined.

8. A method according to claim 5, including the further step of providing an overlay on the screen indicative of some other gaming or simulation attributes.

9. A method according to claim 5, wherein said screen is a projection TV screen.

10. A method according to claim 5, wherein said object is an artifact that humans use in gaming.

11. A method according to claim 5, wherein said screen is capable of withstanding severe impacts of commonly used sports gaming objects used for the games in question.

12. A method according to claim 5, wherein said display is viewed in 3-D by a user.

13. A method according to claim 5, wherein said images are digitized by at least one TV camera.

14. A method according to claim 13, wherein said TV camera is proximate said screen.

15. A method according to claim 5, wherein said object is a projectile whose trajectory is determined.

16. A method according to claim 5, wherein the location of a player or portion thereof is continuously tracked, and varying video imagery is displayed as a result of locations determined.

17. A method according to claim 5, wherein data concerning location of points on both persons and objects used in the game are determined.

18. A method according to claim 5, wherein location of a point is determined in 3 dimensions.

19. A method according to claim 5, wherein the point on a person is on the person's head, finger, hand or foot.

20. A method according to claim 5, wherein said point is of high contrast relative to its surroundings.

21. A method of gaming or simulation comprising the steps of:

providing a screen or other surface on which video images are displayed;

obtaining one or more optical images containing data concerning one or more persons playing said game or simulation, and objects used in said game or simulation;

from said image data, determining the location of a one or more points on said persons or objects;

from said determined locations, determining the relation of one or more points on said player or object to the displayed image on the screen; and

controlling the displayed image in accordance with said relation so determined.

22. A method according to claim 21, wherein said object is an artifact that humans use in gaming.

27. A method of gaming or simulation comprising the steps of:

providing a screen or other surface on which video images are displayed;

obtaining one or more optical images containing data concerning one or more persons playing said game or simulation, or of objects used in said game or simulation;

from said image data, determining the location of one or more points on said persons or objects;

using said determined locations, determining the relation of one or more points on said player or object to the displayed image on the screen; and

controlling the displayed image in accordance with said relation so determined.